

Content Model Modularization in Mediawiki

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1 Introduction

Mediawiki offer since version 1.21 the concept of a content model. They allow the user to provide different contents (such as wikitext, JSON, database tables and more) as part of a page. Content models then define the editors, parsers, serializers, renderers, and further elements of content manipulation and presentation in the Mediawiki system. They are responsible for important use cases of the Mediawiki system.

A disadvantage however is that the unit of modularization for content models is at the level of the page. Thus, different content models can only be applied to entire pages. Therefore, when several different content types are to be used on a single page, the main concept of content models cannot be used and the designer must develop separated tags or extensions. This is unfortunate.

2 Task

Develop a concept where the idea and implementation of a content model can be utilized at the level of individual tags, of sections, regions or otherwise defined subparts of a Mediawiki page.

Implement this in Mediawiki, preferably as an extension or as an augmentation of the Mediawiki core.

For a discussion of some architectural approaches to this, consult:

<https://chatgpt.com/share/6ab7a39b-00b8-83eb-a5ec-ceae7537bd53>

The intense use of vibe-coding strategies and tools for this topic is encouraged. Resulting token costs can be subsidized by the Chair.

Requirements: The successful candidates for this topic have a good knowledge of PHP and of Mediawiki and feel comfortable with vibe-coding concepts.